



Wichita Athletics Adult Kickball - Coed

Official Rulebook



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Game Play

1. Game Regulations

- a. Games will last 7 innings or 50 minutes, whichever comes first.
 - i. If the home team is leading the game when the bottom of the final inning is reached, that team wins the game.
 - ii. If the home team takes the lead during the bottom of the final inning, the game will be considered over and the home team, victorious.
- b. Any game that is called off by the Referee after 3 full innings will be considered a complete game and the score will be final.
 - i. If a game is called off after 3 full innings and the score is tied, the game will be replayed at a later date.
- c. Any game that is called off by the Referee before 3 innings are completed will be rescheduled at a later date.

2. Defense (Pitching, Catching, and Fielding)

a. Pitchers

- i. All pitches will be thrown underhand. Sidearm and/or overhand pitches will be considered a ball. Repeat offenses could lead to the pitcher being removed.
- ii. Once the ball is returned to the pitcher, within the pitching circle, the play is dead.
 1. Play is to be called dead by the umpire.
- iii. Kick pitches are not allowed
- iv. A pitched ball must bounce at least twice before arriving at home plate to be considered a strike. If the ball bounces less than twice, then the pitch will be considered a ball.
- v. The pitcher must start the pitching motion with at least one foot within the pitching circle.
- vi. The pitcher must have at least one foot on or directly behind the pitching strip when releasing the ball
 1. If the pitcher's whole foot crosses the pitching strip then the pitch will be considered a ball
- vii. The pitcher's front foot may not cross the pitching strip until ball has been kicked.

- b. Catchers
 - i. Catchers may not make contact or obstruct the kicker in any way.
 - 1. Any catcher in violation will be given a warning, multiple offenses may result in ejection by the umpire.
 - c. Fielders
 - i. All fielders (except for catcher) must stay in fair territory behind pitching strip.
3. Offense (kicking, base running, and scoring)
- a. Kicking
 - i. The kicking order must remain consistent for the whole game.
 - 1. If a kicker kicks out of turn, an out will be charged to that kicker and the proper kicker will be the next to kick.
 - ii. All kicks must be made by foot or leg. Any kick from the hip down will be considered a legal kick.
 - iii. All kicks must take place at or behind home plate. No part of the plant foot may cross the front of home plate.
 - 1. Home plate may be stepped on to kick.
 - iv. Bunting will not be allowed. If the umpire feels that the kicker intentionally bunted, the player is out and no runners advance.
 - 1. If a ball is kicked, (not deemed a bunt) but does not cross the “foul arc”, that kick will be considered a foul ball.
 - b. Base Running
 - i. Runners must stay within the baseline. Fielders must not hinder base runners by intentionally obstructing their base path.
 - 1. If the umpire calls an obstruction penalty, then the baserunner will be found safe at the base they were running to.
 - ii. Once the ball is returned to the pitcher (while in the pitching circle), play is dead and should be signaled by the umpire.
 - iii. Leading off and base stealing are not allowed.
 - 1. Any runner in violation of this rule will be called out.
 - 2. Tagging-up is required to advance base on a caught ball.
 - iv. Sliding is allowed.
 - 1. Any runner intentionally running into a fielder will be called out and potentially ejected from the game.
 - v. If a base runner moves in front of another runner, that runner will be called out.

- vi. One extra base will be awarded to the runner on any overthrow
 - 1. A ball is considered an overthrow anytime the ball leaves the playing area while in play. This includes the dugout.
- vii. If the runner is hit anywhere on the body below the neck, the runner is out. If the runner is hit above the neck, the runner is safe and can continue running. If the runner ducks, dodges, or slides and their head is lowered and the ball hits the runner in the head, then the runner will be called out. The below-neck out rule only applies to runners running upright.
- c. Scoring
 - i. A run scores when the runner touches home plate before the third out is made. Except when the third out is made during a force play situation, or when the kicker is put out before touching first base. The team with the most runs at the end of the game will be victorious.
- 4. Balls, Strikes, Fouls, and Outs
 - a. Strikes
 - i. A count of 3 strikes is an out
 - ii. Foul balls are considered strikes
 - 1. Any combination of 3 strikes and/or fouls is an out
 - iii. A strike is a pitch that travels through the strike zone and is either not kicked or missed by the kicker
 - iv. If a kick occurs IN FRONT of home plate, then the kicker is out.
 - b. Balls
 - i. A count of 4 balls is a walk.
 - 1. Batter is awarded first base.
 - ii. Any pitch outside the strike zone that is not missed or touched by the kicker is a ball.
 - iii. If a pitch does not reach home plate, it is considered a ball.
 - iv. Any pitch bouncing higher than the kicker's knee as it crosses home plate will be a ball.
 - 1. If the pitch bounces less than twice before crossing the plate, it will be considered a ball.
 - v. Any fielder that crosses the pitching strip before contact with the ball is made by the kicker will cause the pitch to be considered a ball.
 - 1. Multiple offenses could result in ejection.
 - vi. If the pitcher's whole foot crosses the pitching strip while pitching, the pitch is a ball.

- c. Fouls
 - i. Foul balls are considered strikes
 - ii. A foul ball is:
 - 1. A kicked ball first touching the ground in foul territory
 - 2. A kicked ball landing in fair territory then traveling into foul territory, on its own, at any time before crossing the 1st - 3rd base diagonal
 - 3. A kicked ball touched more than once or stopped in the kicking box by the kicker
 - 4. A kicked ball first touched outside of the kicking box
 - 5. A kicked ball that does not cross the “foul arc”
- d. Outs
 - i. Each team gets 3 outs per inning
 - ii. An out is:
 - 1. Any combination of 3 strikes/foul balls
 - 2. A runner touched by a ball while not in contact with a base
 - 3. Any kicked ball caught out of the air in fair or foul territory
 - 4. Any runner caught off the bag when the ball is kicked
 - 5. Any force out

Teams

- 1. Games will consist of Home and Away teams
 - a. Away team will always kick top half of each inning
 - b. Home team will kick bottom half
- 2. Home team is responsible for official score keeper
- 3. Teams must have 8 people to begin game, minimum of 4 females on the field at all times.
 - a. 10 fielder’s maximum, still 4 female minimum.
 - b. Teams may use more than 10 players in a game.
 - i. All players must be included in kicking line up
 - ii. Only 10 fielders maximum, 4 of which must be female.
- 4. One (1) player from each team will be appointed “Captain”
 - a. Captain will meet with opposing captain and umpire at home plate for pre-game meeting.
 - i. Line-ups should be exchanged at this time as well as any questions addressed to the umpire.

Other

1. Mercy Rule will be 15 runs after 5 innings
2. The "Foul Arc" will be an arc that goes from the 3rd base line to the 1st base line. It will be 15 ft away from home plate